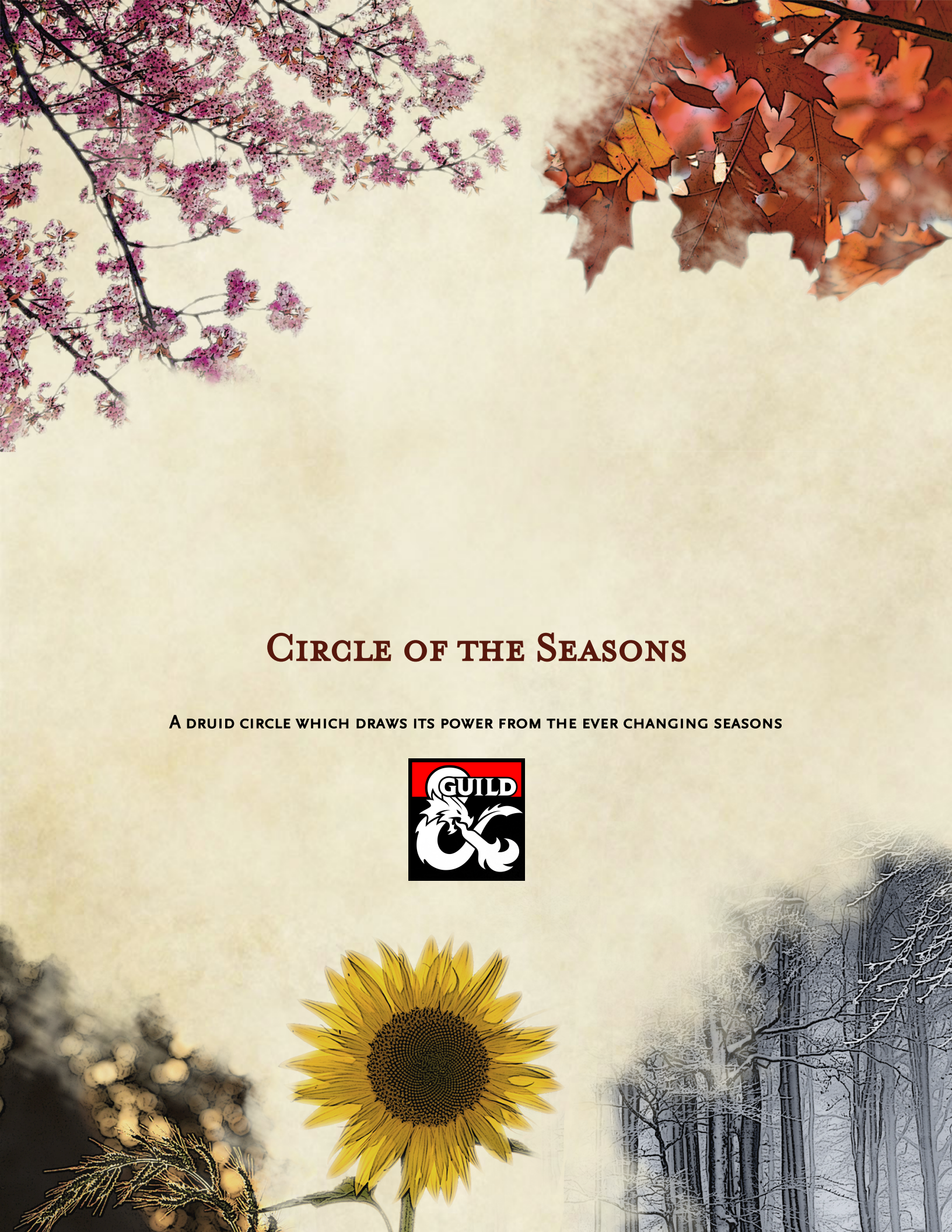




CIRCLE OF THE SEASONS

A DRUID CIRCLE WHICH DRAWS ITS POWER FROM THE EVER CHANGING SEASONS



DRUID: CIRCLE OF THE SEASONS

You draw power from the ebb and flow of nature and the seasons, gaining access to different spells and abilities with each new season. It is recommended that a calendar is used in conjunction with this circle, typically changing on midnight on the last day of a season. The DM may decide that a specific region or plane may also change which season the character is drawing from, such as the feywild may change day to day.

SEASONAL SPELLS

At 2nd level, you gain access to seasonal spells. You always have the spells from the following lists prepared for your current season, which do not count against the number of spells you can prepare.

WINTER SPELLS

Druid Level	Spell Level	Spells
2nd	Cantrip	Ray of Frost
3rd	2nd	Snilloc's Snowball Swarm, Silence
5th	3rd	Sleet Storm, Meld into Stone
7th	4th	Ice Storm, Stoneskin
9th	5th	Cone of Cold, Wall of Stone

SPRING SPELLS

Druid Level	Spell Level	Spells
2nd	Cantrip	Shocking Grasp
3rd	2nd	Shatter, Barkskin
5th	3rd	Lightning bolt, Plant Growth
7th	4th	Storm Sphere*, Grasping Vine
9th	5th	Maelstrom*, Tree Stride

SUMMER SPELLS

Druid Level	Spell Level	Spells
2nd	Cantrip	Fire Bolt
3rd	2nd	Aganazzar's Scorching*, Invisibility
5th	3rd	Fireball, Major Image
7th	4th	Wall of Fire, Hallucinatory Terrain
9th	5th	Immolation, Dream

FALL SPELLS

Druid Level	Spell Level	Spells
2nd	Cantrip	Chill Touch
3rd	2nd	Ray of Enfeeblement, Warding Wind
5th	3rd	Spirit Guardians, Wind Wall
7th	4th	Blight, Otiluke's Resilient Sphere
9th	5th	Contagion, Control Winds



SEASONAL SHIFT

At 2nd level, you can choose to shift to a different season for the next 8 hours. However, you must make a constitution saving throw against your own spell save DC at the end of the 8 hours, taking one point of exhaustion on a failure.

SEASONAL ATTUNEMENT

Starting at 6th level, you have become more in-touch with your season. Depending on the season, you gain a **Seasonal Resistance and Damage Type** and gain a **Seasonal Aura**.

SEASONAL AURA

You can manipulate nature more than other druids, you can now cast druid craft with the following changes:

- You can predict the Weather for the next 48 hours
- You can instantly make any or all flowers, seed pods, or leaf buds blossom or bloom within a 20ft radius of you.
- You can create up to three instantaneous, harmless sensory effects at once which fit within a 20ft cube
- You can instantly light or snuff out six candles, torches, or small campfires or one large campfire.

You learn and may cast the control weather spell with the following changes:

- You may cast the spell at any level, with a duration of 1 hour and a range increase of 660ft for each level of the spell slot expended
- You have advantage on concentration checks for this spell

SEASONAL RESISTANCE AND DAMAGE

Your body attunes itself to the current season, granting you resistance to a type of damage related to the current season as well as dealing damage of that type equal to your wisdom modifier with unarmed melee strikes, including those in wild shape.

- **Winter** - Cold
- **Spring** - Lightning
- **Summer** - Fire
- **Autumn** - Necrotic

SEASONAL EXTREME

At 10th level you can empower your seasonal cantrip with energy from nature.

- **Winter** - After you hit with **Ray of Frost**, as a bonus action you may force the target to make a Strength saving throw. On a failure, the target is restrained until the start of your next turn.
- **Spring** - After you hit with **Shocking Grasp**, as a bonus action you may force the target to make a Constitution saving throw. On a failure, the target is stunned until the start of your next turn.
- **Summer** - After you hit with **Fire Bolt**, as a bonus action you may force the target to make a Dexterity saving throw. On a failure, the target is blinded until the start of your next turn.

- **Autumn** - After you hit with **Chill touch**, as a bonus action you may force the target to make a Wisdom saving throw. On a failure, the target is frightened of you until the start of your next turn.

SEASONAL IMMUNITIES

At 14th level your body is in perfect harmony with the current season, granting you immunity to certain types of damage.

- **Winter** - Cold
- **Spring** - Lightning
- **Summer** - Fire
- **Autumn** - Necrotic

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

CHANGELOG

VERSION 1.0